

## CLAIMS

What is claimed is:

- sub A17
1. A method for transforming character strings that are contained in a computer program, the method comprising the computer-implemented steps of:
    - 2 identifying a hard coded string that is contained in the computer program;
    - 3 replacing the string with a macro that is uniquely associated with the string;
    - 4 creating and storing an entry in a mapping that defines an association of the macro
    - 5 and the string; and
    - 6 referencing the mapping in a program element that is associated with the computer
    - 7 program.
  - 1 2. The method as recited in Claim 1, wherein the step of identifying a string further  
2 comprises the steps of:
    - 3 identifying one or more computer programs that contain one or more hard coded
    - 4 strings; and
    - 5 parsing one of the computer programs to identify the hard coded strings while
    - 6 copying instructions from the one of the computer programs to an output.
  - 1 3. The method as recited in Claim 1, wherein the step of identifying a string further  
2 includes the steps of:
    - 3 parsing a computer program to locate hard coded strings contained therein; and
    - 4 in response to locating a string, determining whether a macro was previously
    - 5 generated for the string; and generating a corresponding macro uniquely
    - 6 associated with the string only when a macro was not previously generated.
  - 1 4. The method as recited in claim 1, wherein the step of identifying a string further  
2 includes the steps of receiving a suggested macro string for the identified string of  
3 characters, and wherein the step of replacing the string of characters with a unique  
4 macro string includes the step of generating the unique macro string based on the  
5 suggested macro string that is received.

- 1 5. The method as recited in claim 1, further comprising the step of compiling the  
2 computer program to generate an executable, including substituting the string in the  
3 executable for each instance of the unique macro string in the computer program.
- 1 6. The method as recited in Claim 1, further comprising the steps of:  
2 parsing a computer program to locate hard coded strings contained therein;  
3 creating and storing a mapping of macros to strings characters;  
4 in response to locating a string, determining whether a macro was previously  
5 generated for the string by searching the mapping; and  
6 generating a corresponding macro uniquely associated with the string only when a  
7 macro was not previously generated.
- 1 7. A method for transforming character strings that are contained in a computer  
2 program, the method comprising the computer-implemented steps of:  
3 identifying a hard coded string that is contained in the computer program;  
4 replacing the string with a macro that is uniquely associated with the string;  
5 creating and storing a macro definition in a macro file that defines an association of  
6 the macro and the string; and  
7 referencing the macro definition in a program element that is associated with the  
8 computer program using a compiler directive that causes a compiler to include  
9 the macro file during compilation of the computer program.
- 1 8. A computer-readable medium carrying one or more sequences of instructions for  
2 transforming character strings that are contained in a unit of code, wherein execution  
3 of the one or more sequences of instructions by one or more processors causes the one  
4 or more processors to perform:  
5 identifying a hard coded string that is contained in the computer program;  
6 replacing the string with a macro that is uniquely associated with the string;  
7 creating and storing an entry in a mapping that defines an association of the macro  
8 and the string; and

9       referencing the mapping in a program element that is associated with the computer  
10       program.

1    9.    The computer-readable medium as recited in Claim 8, wherein the step of identifying  
2       a string further comprises the steps of:  
3       identifying one or more computer programs that contain one or more hard coded  
4       strings; and  
5       parsing one of the computer programs to identify the hard coded strings while  
6       copying instructions from the one of the computer programs to an output.

1    10.   The computer-readable medium as recited in Claim 8, wherein the step of identifying  
2       a string further includes the steps of:  
3       parsing a computer program to locate hard coded strings contained therein; and  
4       in response to locating a string, determining whether a macro was previously  
5       generated for the string, and generating a corresponding macro uniquely  
6       associated with the string only when a macro was not previously generated.

1    11.   The computer-readable medium as recited in Claim 8, wherein the step of identifying  
2       a string further includes the steps of receiving a suggested macro string for the  
3       identified string of characters, and wherein the step of replacing the string of  
4       characters with a unique macro string includes the step of generating the unique  
5       macro string based on the suggested macro string that is received.

1    12.   The computer-readable medium as recited in Claim 8, further comprising the step of  
2       compiling the computer program to generate an executable, including substituting the  
3       string in the executable for each instance of the unique macro string in the computer  
4       program.

1    13.   The computer-readable medium as recited in Claim 8, further comprising the steps of:  
2       parsing a computer program to locate hard coded strings contained therein;  
3       creating and storing a mapping of macros to strings characters;  
4       in response to locating a string, determining whether a macro was previously  
5       generated for the string by searching the mapping; and



